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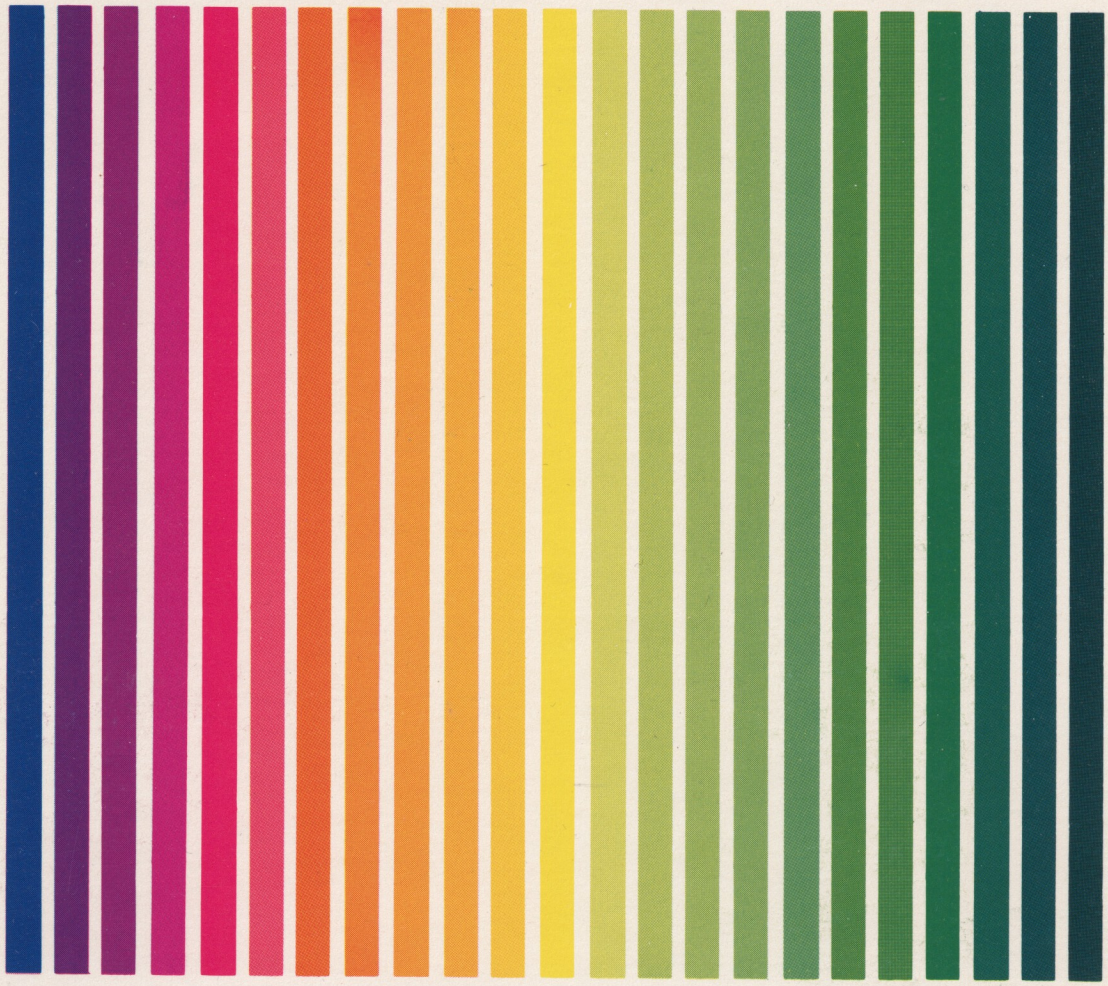

Glenn Faden

MICROSAILING

Sail through four courses that teach tacking and gybing (1 or 2 players)

Diskette: 32K
(APX-20176)
Version 1

Edition A

User-Written Software for ATARI Home Computers

Glenn Faden

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Program and Manual Contents ©1982 Glenn Faden

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Introduction

OVERVIEW

MICROSAILING is a yacht racing game for one or two players. Sailors race around the buoys, competing against each other or the computer. The game teaches the basic sailing maneuvers of tacking and gybing.

Boat speed is dependent on good helmsmanship and wind conditions. There are four courses of varying difficulty. Experienced sailors can elect to sail in stormy weather. The game offers two sets of rules. Standard rules ignore boat collisions. Advanced play follows the right-of-way rules of the North American Yacht Racing Union. Under either set of rules, a yacht runs through the course before the race to show you how to round the marks.

The joystick is your tiller as you follow the courses laid out by the race committee. The program helps remind you of the course by coloring the next buoy to be rounded to match your yacht's color.

The race ends when one player crosses the finish line after rounding all the marks. The program displays the best time for all races and also shows which player has achieved the best time.

REQUIRED ACCESSORIES

32K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive
One ATARI Joystick Controller per player

CONTACTING THE AUTHOR

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Fremont, CA 94539

or telephone him at:

415/651-8909

Getting started

LOADING MICROSAILING INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. Plug your Joystick Controller(s) into the first and second controller jacks of your computer console.

3. Have your computer turned OFF.

4. Turn on your disk drive.

5. When the BUSY light goes out, open the disk drive door and insert the MICROSAILING diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

6. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After MICROSAILING has loaded into computer memory, the following screen displays:

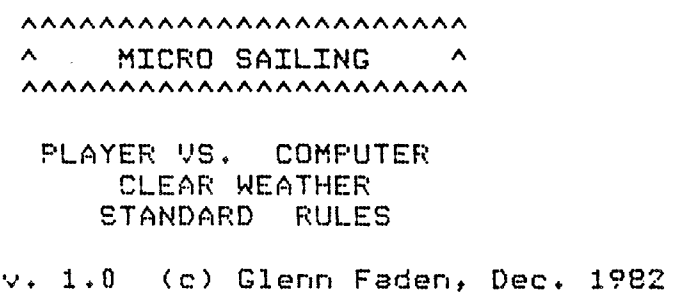


Figure 1 First screen display

Playing MICROSAILING

NUMBER OF PLAYERS

Press the SELECT key to switch between the one- and two-player mode. Select the "PLAYER VS. COMPUTER" option to help you learn the game. The program leads you around the courses and familiarizes you with the basic maneuvers.

WEATHER

The OPTION key controls the weather. The initial weather forecast is for clear skies. If you press the OPTION key to select stormy weather, a black thunderstorm moves around the course from time to time. It can't hurt you under standard rules, but in advanced rules its high winds and lightning can temporarily sink you. If you get caught in the storm, wait for it to pass by anchoring. (The red joystick button is your anchor.)

RULES

The rules option determines how collisions between the players are handled. Press the OPTION key to change from standard to advanced rules and back again. Beginners should select standard rules, because boat collisions are ignored and you see the course before each race. In the advanced game, the right-of-way rules of yacht racing are enforced. If a yacht is guilty of a rules infraction, or gets caught in a storm, it receives a brief dunking as a penalty.

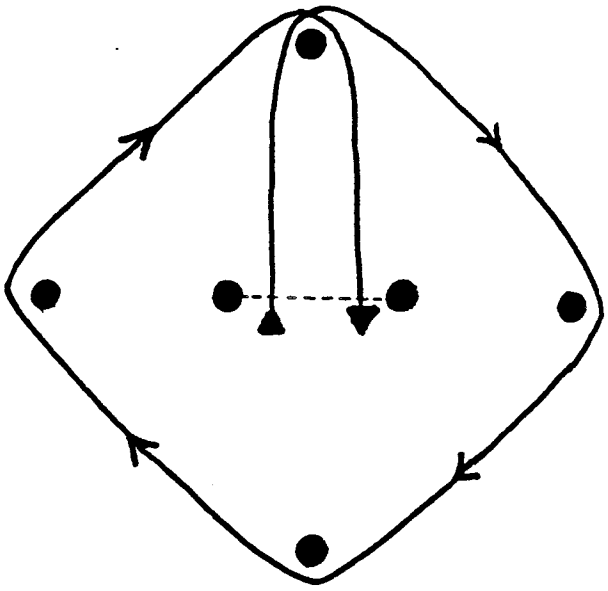
STARTING THE GAME

When you finish selecting the number of players, weather, and rules, press the START key. You have a moment's wait before the race begins.

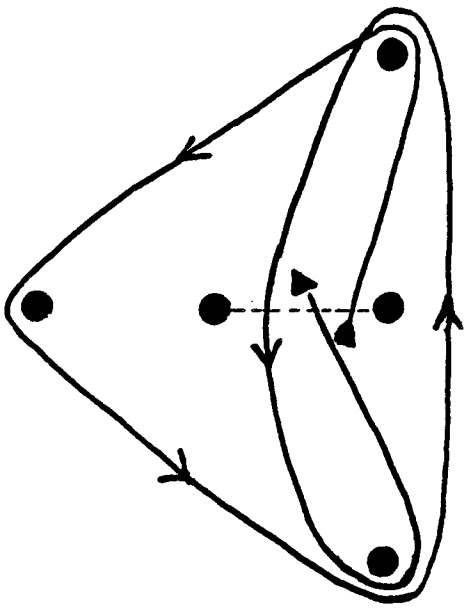
THE RACE COURSE

After you press the START key, the screen goes blank for a few seconds. One of the four courses displays, accompanied by a brief musical theme. A yacht sails around the course to show you how to round the marks. The course number displays in the upper left corner of the screen. You may refer to the four courses shown in Figure 2 for a quick review.

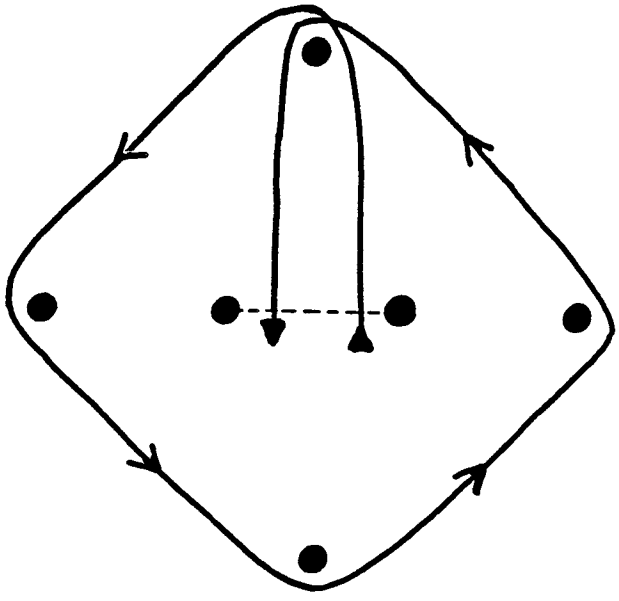
During the race, the program points out the course for you by coloring the buoys that are your next marks to match your sailboat. It's a clear day for a race, with some cumulus clouds on the horizon. The wind is brisk and there is a moderate chop on the bay. The wind indicator at the upper right points downward; that means the wind is blowing from top to bottom on the screen.



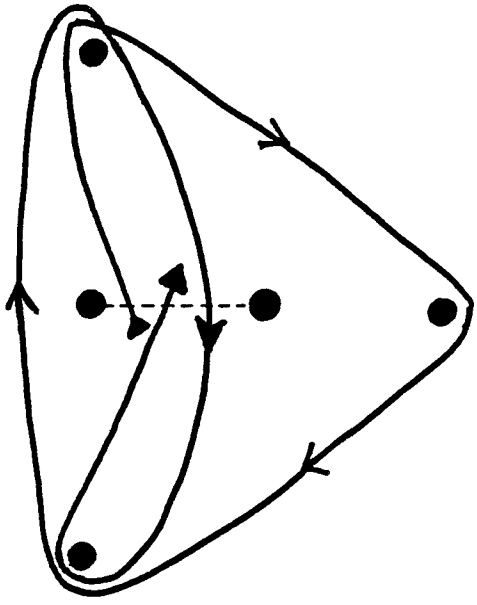
Course #1



Course #2



Course #3



Course #4

Figure 2 Racing course diagrams

HELMSMANSHIP (HOW TO STEER)

Your boat is initially pointing into the wind. This is called "in irons". Hold the Joystick Controller with the red button in the upper left corner. To get moving, push the joystick to the left. Notice that the boat turns to the left. Whenever you move the joystick to the left, the boat turns counter-clockwise. To turn clockwise, push the joystick to the right.

Notice that the boat speed depends on the angle of the boat to the wind. When the boat points to the left, the wind strikes the right (starboard) side first. Note that the words "starboard tack" display.

As you gradually steer to the left the sail flips over to the other side. This maneuver is called a "gybe".

You're now on port tack, because the wind is striking the left side of your boat. If you continue to move the joystick (tiller) to the left, the boat tacks back onto starboard tack. Sailing too close to the wind causes the boat to lose headway, and the sail flaps back and forth. This is called "luffing" and you're again in irons.

Since you can't go directly into the wind, tack or zigzag to gain headway against the wind. The best heading is about 45 degrees into the wind. If you head up higher (sail more directly into the wind) the boat slows down.

HAZARDS

If you select stormy weather, be careful! About five seconds before a storm appears, the clouds darken, and the word "warning" displays at the upper right corner of the screen. In the advanced game, the storm and lightning sink you if they hit you. Wait out the storm by holding down the red joystick button (the anchor, that is) until the storm passes. Note that the message "at anchor" displays whenever you press the button.

PREPARING FOR THE START

After the music stops, you have 30 seconds to prepare for the race. Try to time your start to coincide with the clock counting down to zero. The time displays on the upper left, above the horizon. When the starting tone sounds, begin tacking through the starting line to the first mark at the top of the screen. When you cross the starting line you hear a short beep. This same tone sounds each time you reach the next mark.

ROUNDING MARKS

After starting, concentrate on rounding marks. Sail for the mark with the same color as your sailboat. You must hit the mark. A circle appears under your name, and the next mark in the course lights up in the same color as your sailboat. At the start/finish line, you may sail over the mark at either end of the line, or cross the line itself.

The race ends when either player crosses the finish line after rounding all the marks. The best time for all races displays on the bottom center of the screen. A bar indicates which player achieved the best time.

THE ADVANCED GAME

The advanced game adds another level of strategy by including the right-of-way rules of the North American Yacht Racing Union. The NAYRU rules most pertinent to this game are as follows:

Opposite Tack Rule - A yacht on a port tack shall keep clear of a yacht on a starboard tack.

A boat is on starboard tack when the wind is on the starboard (right) side and on a port tack when the wind is on its port (left) side. In this game, a boat sailing to the left is on starboard tack, and one sailing to the right is on port tack.

Same Tack Rule - A windward yacht shall keep clear of a leeward yacht.

This means that when two boats have the wind on the same side, the one away from the wind has the right of way.

In this game that means the leeward boat is lower on the screen than the windward boat.

Changing Tack Rule - A yacht that is tacking shall keep clear of a yacht on a tack.

This means that a boat cannot tack or luff directly in the path of another boat.

When two boats collide, the race committee determines the guilty boat and dunks the violator for several seconds while sounding an alarm. After the penalty the offending yacht is restored to its proper course.

CANCELLATION

If you want to cancel a race that's already in progress, press the START button on the keyboard. Then you may reselect any of the options.

AFTER THE RACE

The race is over when either boat crosses the finish line or the race is canceled. You may reselect any of the racing options from the first display screen by pressing the OPTION and SELECT keys. Press START for the next race. After a few seconds, a new course displays and the next race begins.

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2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Useful (non-game programs)
   _____ Imaginative graphics and sound

. Describe any technical errors you found in the user instructions (please give page numbers).

. What did you especially like about the user instructions?

What revisions or additions would improve these instructions?

). On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

l. Other comments about the program or user instructions:

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